GEX™

CRYSTAL DYNAMICS™

SLAM 'N' JAM '95™

60140-M

1 PLAYER

3DO

For use with 3DO™ systems

Contents

ADDITIONAL INFO

FOR MORE SLAM 'N JAM '95 GAME HINTS, CALL

1-900-737-4SOS (4767)

$0.85/MINUTE - 18+ - Touch Tone Only

FOR TECHNICAL SUPPORT OR WARRANTY REPLACEMENT, call 415-473-3434

Presented by Crystal Dynamics of Palo Alto, California

Game Set-up

THE HOOK UP

1. Set up your 3DO Interactive Multiplayer, following the steps in the owner's manual.

2. Plug your controller into the Control Port.

3. Press the **POWER SWITCH** to turn the unit ON.

4. Press the **OPEN/CLOSE Button** to open the CD Drawer. Place the Slam 'N Jam '95 CD in the drawer, label side up. Press the **OPEN/CLOSE Button** again to close the drawer.

5. Strap it on. Play hard.
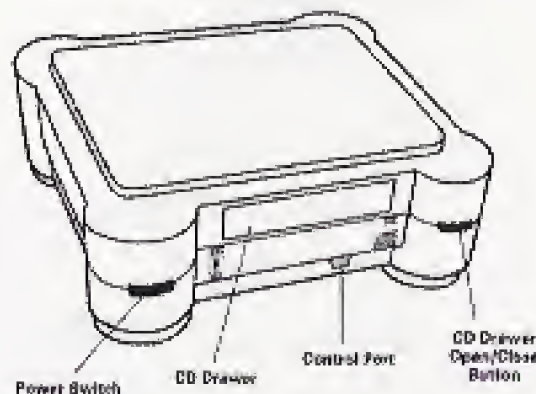
The Voice

The clock is ticking ... less than :30 left. The game is close. A jumper. A lay up. Or a dunk will tie it all. A three pointer will win it.

From the inbound the "D" is tight. When I receive the pass I'm immediatly double-teamed. Looking for help, I pull up my dribble and try to shake off the defenders, who are now breathing all over me. I see an opening and fling a pass cross court.

It's a good pass, but a floater. An elbow, a shove and the ball is in a defender's hand. It's a foot race. The ball handler is driving like a runaway train toward the basket. Out of nowhere, it's a three on one.

It's just me, them and the basket.

The forward tries to showboat. He shoots a pass around his back.

It's up to me. I take a deep breath and reach out and pick his pocket, stealing the ball as he races by.

I take the ball and rip towards half-court, uncontested. My team waits, as I blast full speed.

Suddenly I'm at the top of the key, rising and rising ....

Flush. A tie.

:18 left.

Now the ball's in your court. Get to it.

Control Pad

OFFENSE

D-Pad: Moves player around court. Highlights player to receive a pass.
A Button: Shakes defenders. Tap while running for speed burst.
B Button + D-Pad: Pass to designated player.
C Button: Shoot.
Left shift Button: Isolates ball handler in open court.
Right shift Button: Set picks or screen to create an open shot.
PLAY/PAUSE Button: Pause game to quit or call time-out.
X (STOP) Button: Instant replay.

DEFENSE

A Button: Attempt to steal from the ball handler. Tap while running for speed burst.
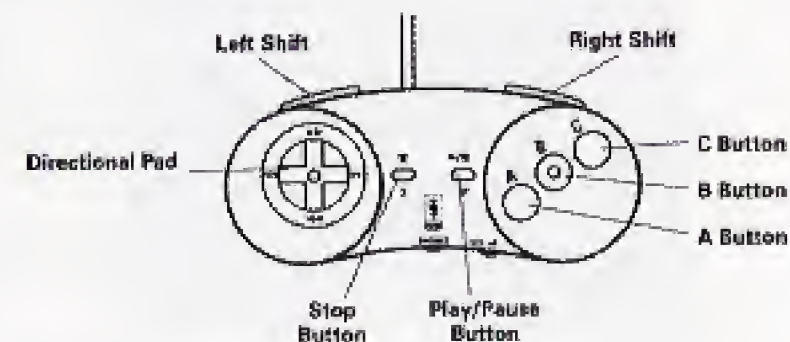**B Button:** Toggles through defensive players.
C Button: Block or rebound.
Left shift Button: Double teams from left side.
Right shift Button: Double team from right side.
PLAY/PAUSE Button: Pause game or quit existing game.
X (STOP) Button: Instant replay. Let's see it again!

Left Shift   Right Shift
Directional Pad
C Button
B Button
A Button
Stop Button   Play/Pause Button

Main Menu

GAME CHOICES/OPTIONS

Press the **D-Pad** UP/DOWN to highlight game choices, then press **PLAY** to select. Press the **D-Pad** LEFT or RIGHT to highlight additional selection options. Press the **D-Pad** UP/DOWN to continue selecting options. Highlight **MAIN MENU** and press **PLAY** to exit, or highlight **CONTINUE** and press **PLAY** to confirm current selections.
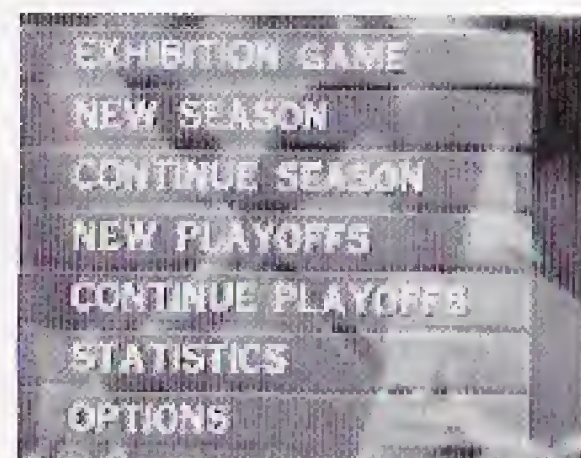
The Main Menu has these seven options:

EXHIBITION GAME. Single exhibition match between two teams that does not affect season or playoff standings.
NEW SEASON. Allows you to set up and play a full or reduced season with any team against the computer or a friend.
CONTINUE SEASON. Play the next game in current season. Statistics and standings are affected by game play.

NEW PLAYOFF. Pick a team and play until you're either knocked out or take home the championship.
CONTINUE PLAYOFF. Play the next game in current playoff.
STATISTICS. View current season standings and statistics. Statistics are saved after every season or playoff game.
OPTIONS. This screen allows you to change options for the next game.

EXHIBITION GAME

This is a single exhibition match before the new season. Exhibition places your team against any opponent as a warm-up to the upcoming season.

From MAIN MENU, press the **D-Pad** UP or DOWN to highlight EXHIBITION GAME. Then press **PLAY**.

Team Selection.
- Press the **D-Pad** UP or DOWN to highlight home or away team.
- Press the **D-Pad** LEFT or RIGHT or press **A Button** to choose a team.
- Press the **B Button** to switch conferences.
- Press the **C Button** to switch divisions.
- When satisfied with your selection press **D-Pad** UP or DOWN to move to the next option.

Player Mode. Press the **D-Pad** LEFT or RIGHT to designate the desired mode of play. SNJ '95 can be played with one or two players, either in MANUAL PLAY or FRANCHISE player mode. Press the **D-Pad** UP or DOWN to continue with the next option.

Quarter Length. Highlight QUARTER then press the **D-Pad** LEFT or RIGHT to select quarter length of 2, 4, 6, 8, or 12 minutes.

CONTINUE. When you have completed your selections, press the **D-Pad** UP or DOWN to highlight CONTINUE. Press **PLAY** to compare the starting lineups.

Scouting Report Screen. This screen shows the Home and Away team starters and statistics. Here is the first look at your team's height (HGT), shooting percentages (SHOOTS), court speed (SPD), ball handling (BH), and defensive rating (DEF), as well as your team's overall league ranking.

Press **PLAY** to exit the screen.

At this screen you can also substitute players. Highlight STARTERS and press **PLAY** to select the substitution screen. See the "On The Floor" section of the manual for substitution instructions.
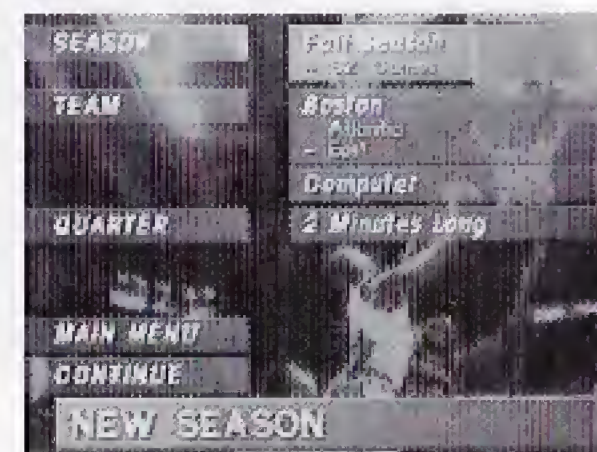
To start game highlight CONTINUE and press **PLAY**.

(Note: Home team always wears white uniforms and will start the game protecting the near court.)
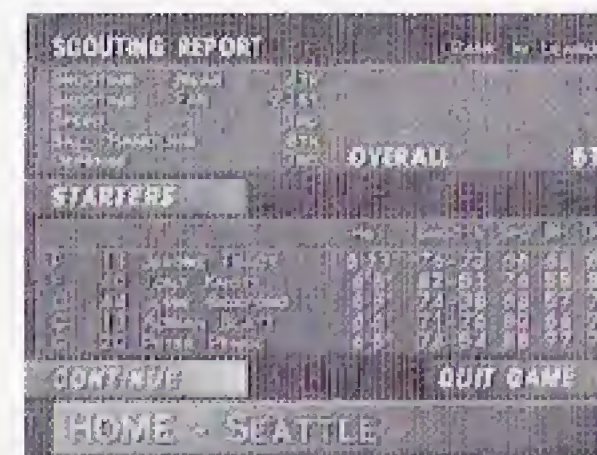
NEW SEASON

Allows you to set up a new basketball season. Season calendar and all your player stats will be saved after each game.

START FROM MAIN MENU.

Highlight NEW SEASON and press **PLAY**.
Press the **D-Pad** UP or DOWN to highlight SEASON. Press the
D-Pad LEFT or RIGHT to select season length:
- **Full Season** - 82 games   • **Each Team Twice** - 52 games
- **Each Team Once** - 26 games • **Half the Teams** - 12 or 13 games.

Team Selection. Same as EXHIBITION GAME.
Player Mode. Same as EXHIBITION GAME.
Quarter Length. Same as EXHIBITION GAME.
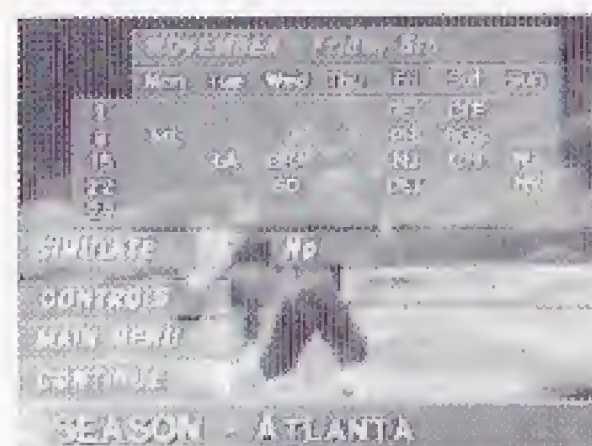**CONTINUE.** Same as EXHIBITION GAME.
Scouting Report. Same as EXHIBITION GAME.

CONTINUE SEASON

This game option allows you to continue a
saved season. (See NEW SEASON)

START FROM MAIN MENU.

Highlight CONTINUE SEASON and press
PLAY.

SIMULATE. This option lets you simulate a game without playing it.
Highlight SIMULATE and press the **D-Pad** LEFT or RIGHT to turn SIM-
ULATE ON or OFF. Your next opponent is highlighted on the season
calendar. Highlight CONTINUE and press **PLAY** and you will be
advanced to your next scheduled opponent.

CONTROLS. Highlight CONTROLS and press **PLAY** to select between
a human or computer opponent.

NEW PLAYOFF

Make a new playoff schedule and play only post season matches.

START FROM THE MAIN MENU.

Highlight NEW PLAYOFF and press **PLAY**.
Make the following selections to begin
with Playoffs:

QUALIFIERS. Last Season or Random.
Last season refers to the last season
played. Random is the random selection
of teams for the playoffs. Press the **D-Pad**
to highlight.

Player Mode. Same as EXHIBITION GAME.
SERIES. Press the **D-Pad** LEFT or RIGHT to highlight.
- **Standard:** The team that wins 5 out of 7 games advances.
- **Short:** The winner of 2 out of 3 games played advances.
- **Knockout:** The first team to win advances.

QUARTER. Same as EXHIBITION GAME.

Note: SNJ '95 allows you to save either a season *or* a playoff bracket. If you select NEW PLAYOFF and have an existing season saved, you will be prompted to cancel the season in progress.
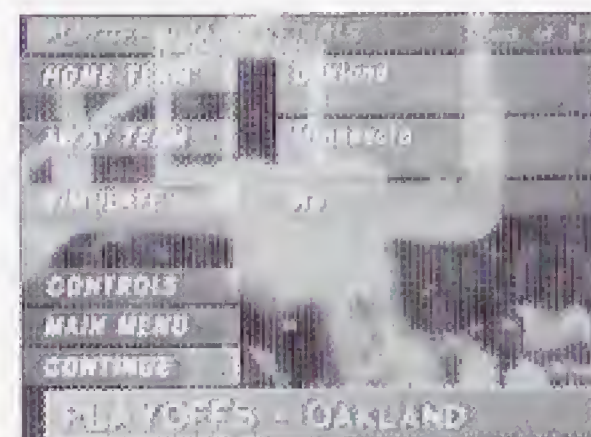
CONTINUE PLAYOFF

Play the next game in a saved playoff series. (See NEW PLAYOFFS)

START FROM THE MAIN MENU.

Highlight CONTINUE PLAYOFF and press **PLAY**.
The PLAYOFF screen will appear with the following options:
- **SIMULATE:** Same as NEW PLAYOFFS
- **CONTROLS:** Same as NEW PLAYOFFS

Highlight CONTINUE and press **PLAY** to view the PLAYOFF TREE, which shows your bracket, who you will play next, and your current win-loss record.

STATISTICS

Check out league stats.

START FROM THE MAIN MENU.

Highlight STATISTICS and press **PLAY**. These are the current statistics from the NEW and CONTINUE SEASON modes. It displays league season standings, in addition to the Top 10 season leaders in the following statistical categories: Scoring, Field Goal %, 3-pt. Field Goal %, Free Throw %, Rebounds, Steals and Blocked Shots.
Press **D-Pad** the LEFT or RIGHT to go through the various categories.

OPTIONS

Select options for game play.

START FROM THE MAIN MENU.

Highlight OPTIONS and press **PLAY**. Press the **D-Pad** UP/DOWN to go through options. Press the **D-Pad** LEFT/RIGHT to choose. To exit any screen press **PLAY**.

Sound FX. ON or OFF. Select OFF to mute all sound effects.

COMMENTARY. ON or OFF. Select OFF to mute Van Earl Wright's color commentary.

**DIFFICULTY.** Select the computer player's difficulty level.

BOUNDARIES. ON or OFF. Select OFF to prevent your player from stepping out of bounds.

FOULS. OFF, LENIENT, or STRICT. Select the amount of referee intervention.

FATIGUE. OFF, ON-MANUAL or ON-AUTOMATIC. Select ON-MANUAL to let you substitute fatigued players. Select ON-AUTOMATIC to let the computer substitute your players as they become fatigued.

SWITCH ENDS. Select OFF to prevent your team from switching ends at halftime.

CONTINUE. Highlight and press **PLAY** to exit the options screen.
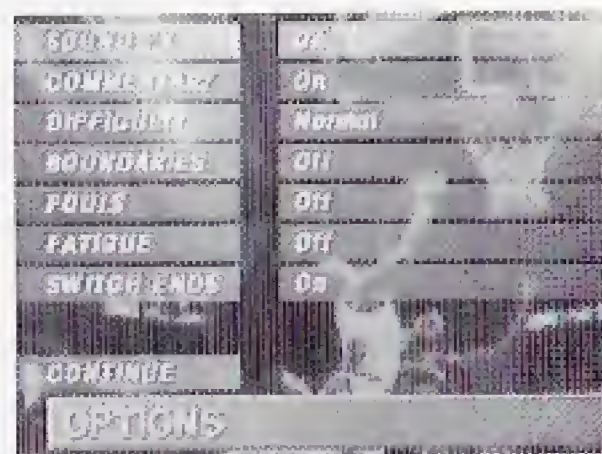
On The Floor

THE PLAYERS

Each player is recognized by position. Shooting is reflected in player designations. Guards and forwards shoot better from the perimeter than centers do. Guards are the best ball handlers. Centers, the tallest players, block and shoot well inside the paint. Power forwards are big and strong enough to dominate a game.

Player designations.
G- Guard
PG- Point Guard
F- Forward
PF- Power Forward
C- Center

Player Skills. Each player's skill levels are measured in statistical percentages. 100% equals the highest possible skill level.

Player Stamina. When FATIGUE is on, a player's performance is measured by his stamina (STAM) as shown on the statistics screen. 100% STAM equals a player at his peak performance level. As the STAM % decreases, the player's performance decreases as well. Benched players will recover their STAM, so substitute wisely.

FRANCHISE VS. MANUAL

Franchise mode allows you to play as a premier player for a quarter, a half, or the whole game. You can select your favorite player in any position.

Franchise. You always control the same player. Press the **B Button** to pass, then press it again to call the ball back. You can change the player you control at mid-game by selecting a timeout and then selecting FRANCHISE.

Manual. On offense, you always control the player with the ball. On defense, you control the player indicated by your team arrow. Press the **B Button** to switch to any player on your team.
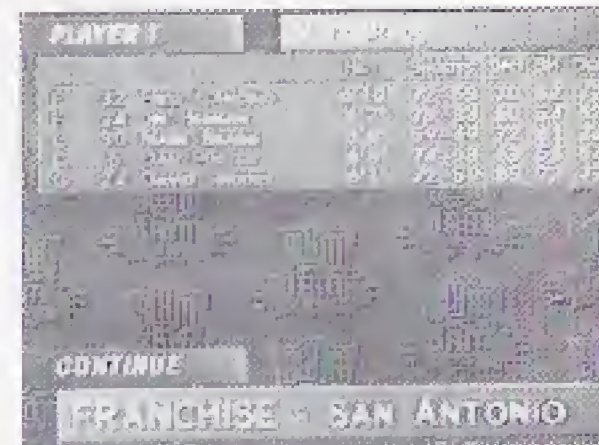
FREE THROWS

Concentrate. There's no one in your face to distract you. Just the ball, the free throw line, and twelve feet of air that separates you from the easy bucket.

For free throws, there are two baskets: one is stationary and one moves left to right.
• Press and hold the **C Button** and release when both baskets are aligned.

Note: The basket moves slower for good shooters and faster for weaker shooters.
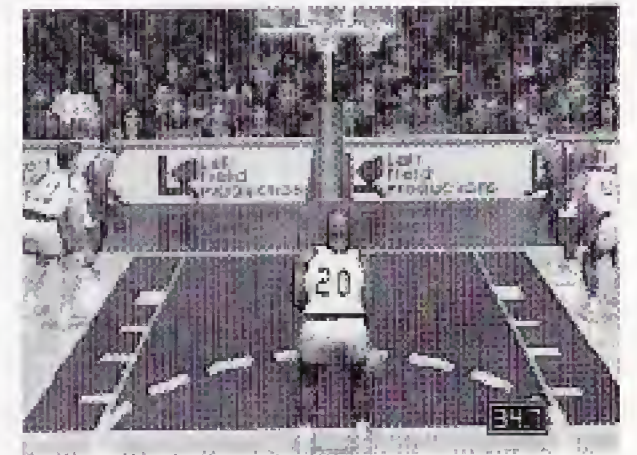
TIMEOUTS

There are seven timeouts per game. Only the player with the ball can call a timeout. Timeouts can be helpful in breaking the opposite teams hot streaks. Timeouts are also required to substitute players.

Press **PLAY** when your team has possession of the ball. Use the **D-Pad** UP or DOWN to highlight TIMEOUT, then press **PLAY** to select. At this point you have the option to SUBSTITUTE or press CONTINUE to return to the game.

To substitute, press **PLAY**, then select TIME OUT. Press the **D-Pad** to highlight SUBSTITUTE. Press **PLAY** to select. To change your Franchise player (Franchise mode only), select FRANCHISE and press **PLAY.**

SUBSTITUTIONS

If you have the ball, you may substitute players during a timeout. Select SUBSTITUTE then press the **D-Pad** UP or DOWN to highlight the player on the floor to be replaced. Use the **D-Pad** LEFT or RIGHT to highlight rested players ready to go in. To select the substitution press **PLAY**. Highlight CONTINUE and press **PLAY** to exit.

INSTANT REPLAY

"Let's see that again!"
Press the **X (STOP) Button** to activate INSTANT REPLAY mode.
A Button: Tap for frame rewind, hold for full rewind.
B Button: Tap for frame advance, hold for fast-forward.
C Button: Replay at normal speed.
D-Pad: Move the fast-break camera anywhere on the court.

X (STOP) Button: Return to game.

PAUSING THE GAME

Press **PLAY/PAUSE** at any time to take a break from the action. At the PAUSE screen, you can elect to CONTINUE or QUIT the game. If a player has possession of the ball, pressing **PLAY/PAUSE** allows the player to call a TIMEOUT, SUBSTITUTE PLAYERS, or change your Franchise player.

STATISTICS

Statistics are displayed at the end of every quarter. Press the **D-Pad** LEFT or RIGHT to view all stats for either team. Statistics include: position, number, name, field goals, 3 pointers, free throws, total points in game, minutes played, rebounds, assists, blocks, steals, and personal fouls.

At the end of the game, a Most Valuable Player is selected based on statistics.

Fouls. Each player is alloted six personal fouls per game. After the sixth foul, a player is fouled out of the game. You must substitute this player when the

Strategies / Hints

- Tap **C Button** to pump-fake opponents.

- Use **A Button** to shake off defenders. Tap the **A Button** while standing still to shove opponents to the floor, allowing you the open shot.

- On offense, use your fastest player and press the **Right shift Button** to set a pick and move around your teammate to lose opponent. Hit the jump shot or drive to the basket.

- Alley-oop. An alley-oop will occur when the ball is passed to a wide open player who is close or on his way to the basket.

- Isolation. On offense press the **Left shift Button** to clear teammates from the lane and go one-on-one against your defender.

- On defense use your center to control the paint. Protect against easy drives to the hoop by blocking shots and moving bodies.

- Try not to take shots when you are tightly-guarded. Find the open men, use all your resources, take advantage of fast-break opportunities, and move the ball around the perimeter to develop open shots.

Credits

Design **Left Field Productions**
Lead Programmer **Mike Lamb**
Programmer **John Brandwood**
Lead Artist **Jeff Godfrey**
Artist **Russell Truelove**

Additional Design **Sam Player,
Andy Trapani, Lyle Hall**

Marketing Director **Scott Steinberg**
Manual Writer **Mark T. Sneed**
Manual Layout & Design **MonGo Nikol**

Video Production, Editing **Creative Image Group**
Digitization **Big Zig**
Body Model **Derek Reichstein**
Motion Picture Guy **Dan Brazelton**

Voiceover **Van Earl Wright**
Script Writing **Left Field Productions**
Sam Player
Van Earl Wright

Sound Effects **Steve Henifin, Burke Trieschmann**

Music

Burke Trieschmann, Steve Henifin

Sound and MIDI Software

Troy Gillette, Steve Ihde

Lead Tester **Alex Ness**

Test Manager **Ben Szymkowiak**

Testing **Mike DeVincenzi, Caroline Esmurdoc, Paul Gluck, Steve Groll, Egan Hirvela, Tyrone Johnson, Tim Jordan, Zak Krefting, Scott Matt, John Miranda, Andrew Podesta, Kevin Seiter, Jeff Todd, Gerald Vera, Mark Ybarra**

Special Thanks To:

Sean Vikoren, Gary Herman

Chip Blundell, Sid Raspberry

SLAM 'N JAM '95

Produced by

Bill Mitchell

This product contains video compressed using Duck TrueMotion®. TrueMotion® is a registered trademark of The Duck Corporation.

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1. Hold the disc by its edges, or with your thumb on the edge and one finger in the center. Avoid touching the disc's surface.

2. Don't expose the disc to direct sunlight or sources of high heat, such as heating vent.

3. Clean the disc by wiping it with a soft, dry cloth. Do not use solvents such as benzine, thinner, commercially available solvents or antistatic spray intended for analog discs.

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To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of defect. OR send the disc(s) to us at Crystal Dynamics, 87 Encina Avenue, Palo Alto, CA 94301, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of defect. Crystal Dynamics or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of defect, your name, your return address, and a check or money order for $10.00.

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